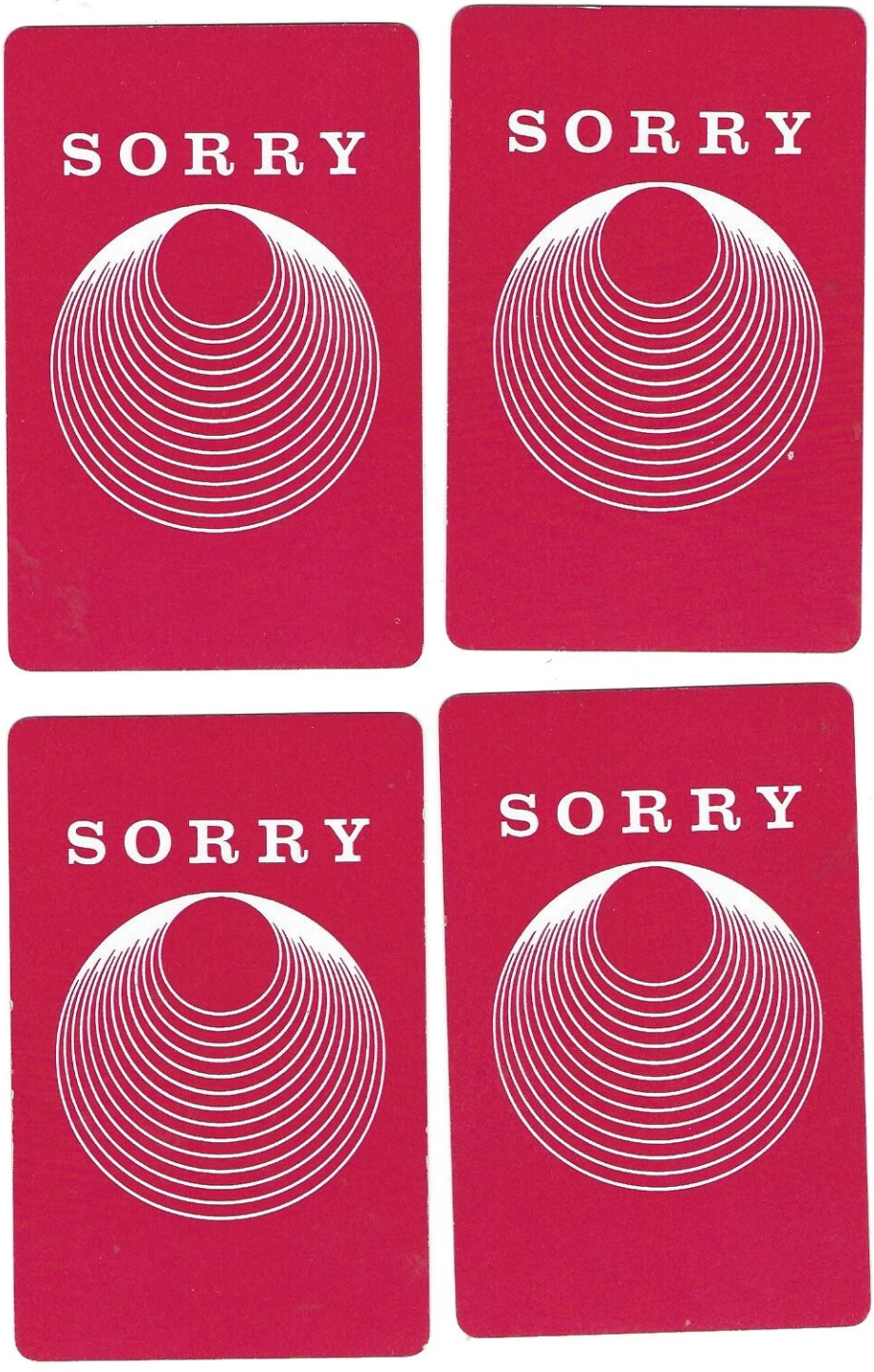
SORRY!
PARKER BROTHERS SLIDE PURSUIT GAME
SORRY!
HOME
START
SAFETY ZONE
SORRY
SORRY
Parker Brothers Inc.

SORRY
SORRY!
SORRY!
RULES FOR PLAY
POINT SCORE GAME RULES
for Adult and Club Play
PARTNERSHIP GAME RULES

START
HOME
SORRY!
PLACE PACK


SORRY
SORRY
SORRY
SORRY

SORRY®

MADE IN U.S.A.

Must take one man from your start, place it on any margin square that is occupied by any opponent, and return that opponent's man to its start.

If there is no man on your start or no opponent's man is on any margin square your move is forfeited.

SORRY®

MADE IN U.S.A.

Must take one man from your start, place it on any margin square that is occupied by any opponent, and return that opponent's man to its start.

If there is no man on your start or no opponent's man is on any margin square your move is forfeited.

SORRY®

MADE IN U.S.A.

Must take one man from your start, place it on any margin square that is occupied by any opponent, and return that opponent's man to its start.

If there is no man on your start or no opponent's man is on any margin square your move is forfeited.

SORRY®

MADE IN U.S.A.

Must take one man from your start, place it on any margin square that is occupied by any opponent, and return that opponent's man to its start.

If there is no man on your start or no opponent's man is on any margin square your move is forfeited.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

1 Must either start a man out or move one man forward 1 square.

2 Must either start a man out or move one man forward 2 squares.
DRAW AGAIN

DRAW AGAIN
one man forward 2 squares.
a man out or move
Must either start
2

2 Must either start a man out or move one man forward 2 squares.
DRAW AGAIN

DRAW AGAIN
one man forward 2 squares.
a man out or move
Must either start
2

2 Must either start a man out or move one man forward 2 squares.
DRAW AGAIN

DRAW AGAIN
one man forward 2 squares.
a man out or move
Must either start
2

2 Must either start a man out or move one man forward 2 squares.
DRAW AGAIN

DRAW AGAIN
one man forward 2 squares.
a man out or move
Must either start
2

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

3 Must move one man forward 3 squares.

4 Must move one man backward 4 squares.

4

Must move one man backward 4 squares. 4

4 Must move one man backward 4 squares.

4

Must move one man backward 4 squares. 4

4 Must move one man backward 4 squares.

4

Must move one man backward 4 squares. 4

4 Must move one man backward 4 squares.

4

Must move one man backward 4 squares. 4

5 Must move one man forward 5 squares.

5

5 Must move one man forward 5 squares.

5 Must move one man forward 5 squares.

5

5 Must move one man forward 5 squares.

5 Must move one man forward 5 squares.

5

5 Must move one man forward 5 squares.

5 Must move one man forward 5 squares.

5

5 Must move one man forward 5 squares.

7 Must either move one man forward 7 squares or split the move between any two men.

7

7 Must either move one man forward 7 squares or split the move between any two men.

7 Must either move one man forward 7 squares or split the move between any two men.

7

7 Must either move one man forward 7 squares or split the move between any two men.

7 Must either move one man forward 7 squares or split the move between any two men.

7

7 Must either move one man forward 7 squares or split the move between any two men.

8 Must move one man forward 8 squares.

8 Must move one man forward 8 squares.

8 Must move one man forward 8 squares.

8 Must move one man forward 8 squares.

8 Must move one man forward 8 squares.

8 Must move one man forward 8 squares.

10 Must either move one man forward 10 squares or move one man backward 1 square.

10

10 Must either move one man forward 10 squares or move one man backward 1 square.

10 Must either move one man forward 10 squares or move one man backward 1 square.

10

10 Must either move one man forward 10 squares or move one man backward 1 square.

10 Must either move one man forward 10 squares or move one man backward 1 square.

10

10 Must either move one man forward 10 squares or move one man backward 1 square.

10 Must either move one man forward 10 squares or move one man backward 1 square.

10

10 Must either move one man forward 10 squares or move one man backward 1 square.

11

Move one man forward 11 squares or any one of your margin men may change places with any one margin man of any opponent.

Note: Forfeit move if you do not wish to change places and it is impossible to go forward 11 squares.

11

11

Move one man forward 11 squares or any one of your margin men may change places with any one margin man of any opponent.

Note: Forfeit move if you do not wish to change places and it is impossible to go forward 11 squares.

11

11

Move one man forward 11 squares or any one of your margin men may change places with any one margin man of any opponent.

Note: Forfeit move if you do not wish to change places and it is impossible to go forward 11 squares.

11

11

Move one man forward 11 squares or any one of your margin men may change places with any one margin man of any opponent.

Note: Forfeit move if you do not wish to change places and it is impossible to go forward 11 squares.

11

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

12 Must move one man forward 12 squares.

SORRY!®

Parker Brothers Trademark For Its Slide Pursuit Game Equipment

Players' pieces move from a starting point on a track around a board to home. Control of movement is by a deck of special cards which permit a wide choice of moves and exciting play. Each card contains instructions for play, so no long rules need be read or memorized.

Play changes so rapidly that no player ever feels left out, and the apparent "tail-ender" frequently wins.

This is a fine game for family play by all ages.